Nomolos

STORMING THE CATSLE

Enclosed Instruction Book

Gradual Games

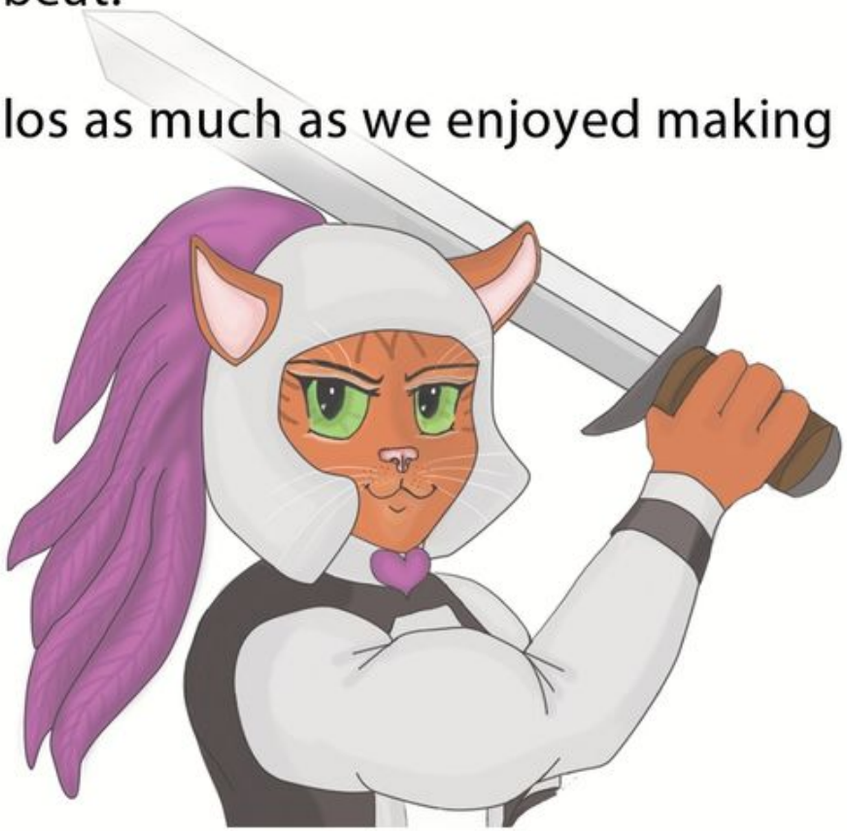
A Note from Gradual Games

Thank you for purchasing Nomolos: Storming the Catsle, the first game by the Gradual Games team. We've worked hard to create a simple, engaging, fun, and rewarding side-scrolling game for you, our fans.

The Gradual Games philosophy is to balance game development with life. Just as the Tortoise plodded slowly and patiently, beating the Hare to the finish line, we work steadily; never missing a beat.

We hope you enjoy playing Nomolos as much as we enjoyed making it.

Sincerely,
-The Gradual Games Team
Derek Andrews
Laurie Andrews
Daniel Hwozdek



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The Story

One fine morning, Solomon and Snow were happily swishing their tails, sitting on a windowsill and watching the birds. But suddenly, where they thought they had seen an approaching crow, a frightening darkness began to coalesce right before their eyes. Both cats froze and stared at the window where the swirling void manifested itself. Solomon's tail fluffed up with fear and Snow bared her fangs. Before Snow could react, an enormous purple arm shot out from the portal, snatched Snow in its thick, horrifying palm, and disappeared into the darkness.

Normally Solomon would have retreated in fear, but he became infused with a burning desire to pursue Snow's abductor and serve justice. Solomon sprang forth and leapt into the dark beyond. The next thing he knew, Solomon was in a clearing that funneled into a dark forest. Not only that, but he was standing on his hind legs, clad in medieval armor, and had achieved sentience. To Solomon, these changes were invigorating. The trip through the portal gave him new found intelligence; heightened physical abilities, and the ability to speak.

To his left, he noticed an abandoned sword. Making use of his new opposable thumbs, he picked up the weapon and unsheathed it. Seeing his reflection in the blade inspired Solomon to give himself a new name. He glanced at his purple name tag, which read "NOMOLOS" in the reflection. Solomon pointed the sword at the forest and shouted for the world to hear. "Prepare yourselves, for no longer am I Solomon, the house cat. I am Nomolos; the hero who will save Lady Snow!" Running faster and jumping higher than he had ever dreamed, Nomolos confidently charged into the dark forest...

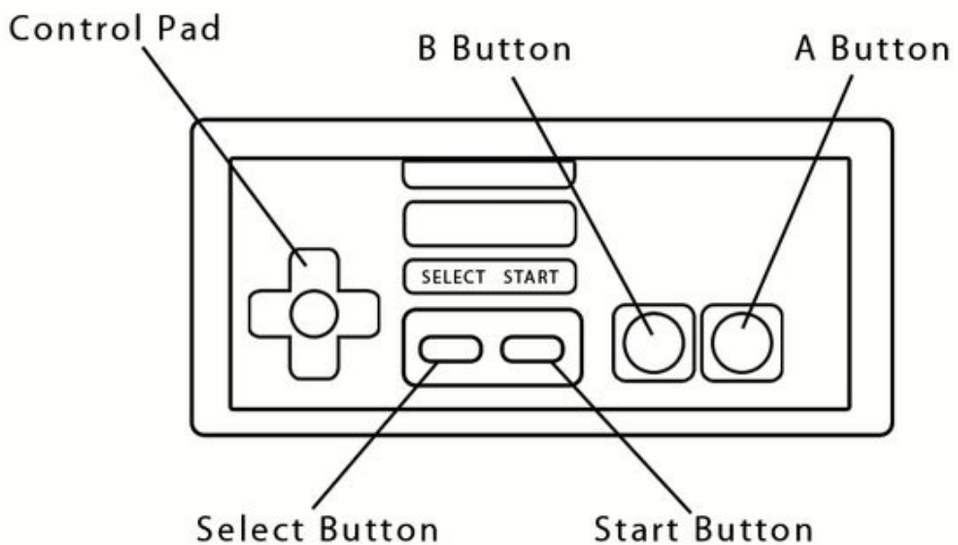
Game Controls

Control Pad: Pressing left or right will make me move either left or right, or selects the difficulty at the title screen.

A Button: Makes me jump.

B Button: Makes me attack.

Start: Pauses the game



Select: Somewhere in the world, a kitty gets a treat when you press this button. Be sure to press it a lot! It can choose “continue” or “end” after I’ve lost all my lives. Continue will send me back to the beginning of the level.

Equipment

Magic Armor: Sure my armor looks heavy, but it's really light. I can only take a few hits, but I can still move quickly and jump really high! The only thing I can't do is duck or run on all fours, because it throws off my balance.

Sword: My starting weapon. It may be short, but I can swing it quickly and the blade never dulls. Unlike the other weapons, I don't drop the sword when I'm hit.

Flail: Every time I swing the flail, I have to resist the urge to bat at it with my other paw because this weapon does serious damage. It's great against birds and other airborne enemies, but I have to watch out for monsters beneath me.

Catalance: When I throw the magical Catalance, it doesn't stop. It goes through walls, enemies, and everything else. I'm glad I'm not a dog, because there's no way I'd be able to fetch these things.

Cat Nip Mouse: I don't know why these are just lying around everywhere, but I don't care. Not only do they taste great; they heal me. When I get home, my owner needs to start buying these.

Nomolos Treat: It's a kitty treat with my face on it, and it's downright delicious! It's moist, filling, and it even tastes like chicken! I guess it gives me an extra life too, but I can't taste it.

Enemies

Beedie: They're bouncing balls of goo that charge at me. So easy, I'm sure I could beat them as a normal cat.

Grank: I'm not sure what they are, but they're like hairballs that fly really fast. Yuck. Even worse, they love to gang up on me! Luckily, they lose interest in me if I put enough distance between us.

Snuffer: They charge in out of nowhere to knock me out. Bad dog!

Deentle: These spiders may be big and spiky, but at least they aren't poisonous.

Bat: Nothing more than mice with wings. They don't fly straight so I have to watch out when they fly low.

Foul Owl: It yells "who" and then flies at me. I don't know "who," I just want him to say "bye" and leave me alone!

Batree: These chunks of wood are so tough, they take more than one hit with my sword to cut them down. I wish I could take my time to sharpen my claws on them, but they keep spitting bats! How many bats are in these things?

Enemies (Con't)

Skelekin: They are like bats, except they don't fly and they look like they're wrapped in toilet paper. They're bony and they smell bad. I guess they aren't like bats after all.

Shyvryn: These mini ice dragons live in caves and love to shoot frost spheres at me. They are easy to hit when they aren't moving.

Guppy: I love fish, but not when they are trying to slap me in the face! It's nice when they sometimes jump over my head.

Icenail: They're slow and taste like icy slime. I regret trying to eat one. Better just obliterate them next time.

Hissor: While I don't mind fighting slow snakes, I sometimes don't notice them because of their camouflage..until they bite me!

Emblazor: These fire guys can run faster than me! At least they are lazy and stop often, or else my fur would be singed.

Enemies (Con't)

Incineryn: These are firey cousins of the Shyvryns. As if the active volcanic surroundings of these critters weren't enough, they chase me down and spit lava at me!

Ramyu: These rams want to headbutt me with their horns. Why are they called...oh wait...I get it now.

Nevarris: These big birds aren't as fast as the owls, but they're harder to dodge.

Catue: I prefer the cat statues that don't come alive and try to turn me into crushed catnip, thank you very much.

Buzzle: Gotta be careful to fight these bees one at a time, because a swarm knows how to skin a cat.

Enemies (Con't)

Armored Skelekin: While their armor allows them to walk on spikes, my armor is better because it doesn't smell like something old.

Attacknid: I can't cut their webs, and they quickly race down to bite me when I get close. Do you have any idea how creepy that is?

Gort: They may look like inanimate carvings of purple stone, but then they shriek at me and start shooting death rays out of their eyes!

Hippocritter: Boulder's elite troops are no joke, so I have to be careful. They may be strong, but at least I'm smart enough to look where I leap.

Hazards

Watch out for:

spikes,

icicles,

lava pits,

and **active volcanoes spewing lava!**

I can't kill these, so I just need to watch my step!

Bosses

Thoguth: Boulder's Captain is an angry wolf with orders to stop me at all costs. He may be able to summon lighting from that hammer of his, but at least I can stand between the electric bolts!

Nogard: She slams her tail down to drop stalactites, and when her eyes glow red she shoots energy balls from her mouth. Someone tell her I'm not after her treasure!

Grubselim Boj: So THAT'S where all the granks come from! It spits out legions of its children, lobs fireballs, and then charges after me. Argh, I can't afford to let them gang up on me!

Sneep: The only time this big pink bird isn't flailing around is when it's dropping razor sharp feathers, or when it's burying it's head in the ground to knock me off my paws.

Boulder: Throughout this entire manual, not ONCE did you offer to scratch behind my ears. Until you do, I won't tell you how to beat Boulder!

Game Tips

You are invincible for a brief time when you are hit, take advantage of it.

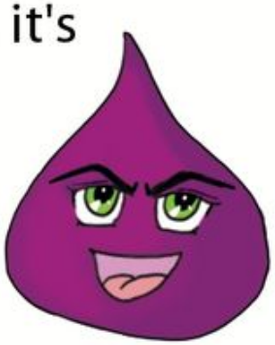
Be patient, charging in too fast may cause you to get overwhelmed by enemies.

Beware of re-spawning enemies.

Learn how to use both special weapons, as certain situations are easier with the right weapon.

Pick your battles wisely. Sometimes it's better to fight, sometimes it's better to run.

Don't give up! With unlimited continues, practice makes perfect!



Cartridge Information

This cartridge includes the Ciclone multi region lock out chip. If your system is blinking but shows video try pressing the reset button. This will tell the Ciclone to try the next region. When the correct region is found it will be saved so this process should only be needed once. If you have hit reset 8 times and it is still blinking your 72 pin connector inside the NES may need to be cleaned or replaced. Blowing on the cart will add condensation that will damage the cart.

Memo

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Cartridge production by: RetroZone
http://www.retrousb.com